



# Open-System Adiabatic Quantum Annealing

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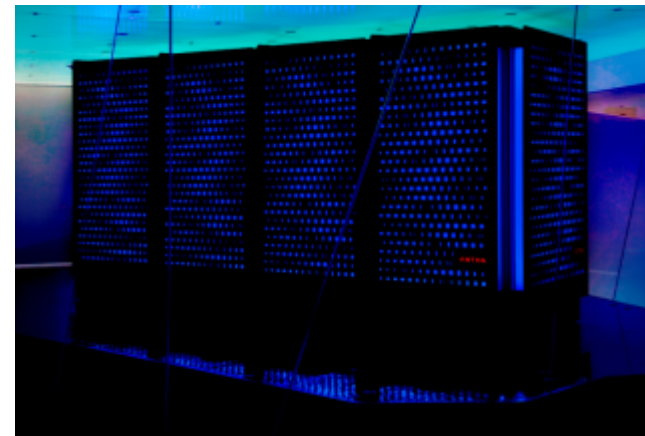
# Need More Capability?



**Exploit a New Phenomenon**  
**D-Wave Quantum Annealer**



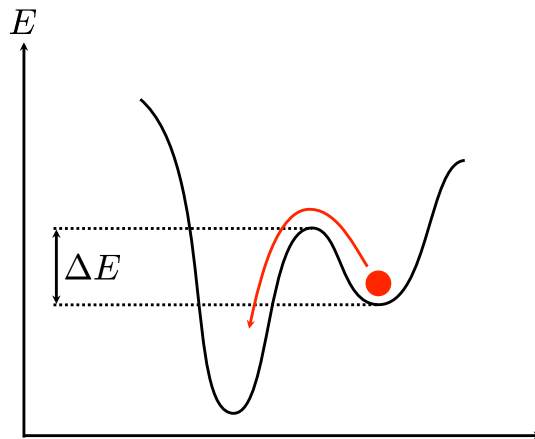
**Massive Scaling**  
**Tianhe-2 (3M cores)**



**Application Specific Systems**  
**D.E. Shaw Research Anton**



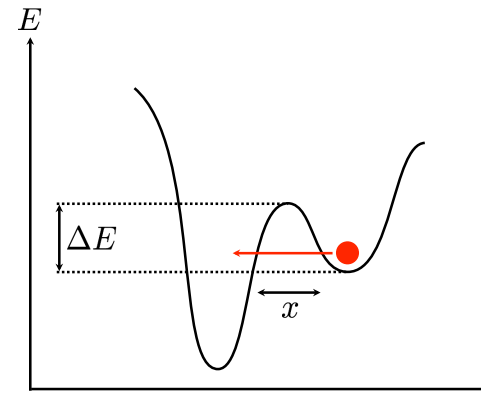
# Quantum Annealing = Thermal Annealing ++



Probability to  
overcome barrier

$$e^{-\beta\Delta E}$$

$$\beta\Delta E \begin{cases} \ll 1 & \longrightarrow \text{easy to jump} \\ \gg 1 & \longrightarrow \text{hard to jump} \end{cases}$$



Probability to  
tunnel through barrier

$$e^{-x\sqrt{\Delta E}}$$

$$x^2\Delta E \begin{cases} \ll 1 & \longrightarrow \text{easy to tunnel} \\ \gg 1 & \longrightarrow \text{hard to tunnel} \end{cases}$$



# Adiabatic Quantum Annealing

**Problem: find the ground state of**

$$H_{\text{Ising}} = \sum_j h_j \sigma_j^z + \sum_{(i,j) \in E} J_{ij} \sigma_i^z \sigma_j^z$$

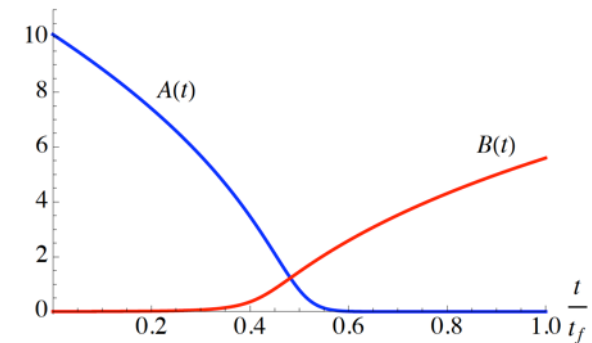
Shown by Barahona (1982) to be NP-hard in 2D,  $J_{ij} = \pm 1$ ,  $h_j \neq 0$ .

**Use adiabatic interpolation from transverse field** (Farhi et al., 2000)

$$H(t) = A(t) \sum_j \sigma_j^x + B(t) H_{\text{Ising}}$$

$$t \in [0, t_f]$$

Program  $\{h_i\}, \{J_{ij}\}$



Graph Embedding implemented on DW-1 via Chimera graph retains NP-hardness (V. Choi, 2010)



# USC Research Foci

## Quantum signatures

Is it behaving like an open-system, adiabatic quantum annealer?

## Entanglement

Is it unambiguously a quantum machine?

## Computational advantage

Is it faster, or better by some other metric?

## Applications

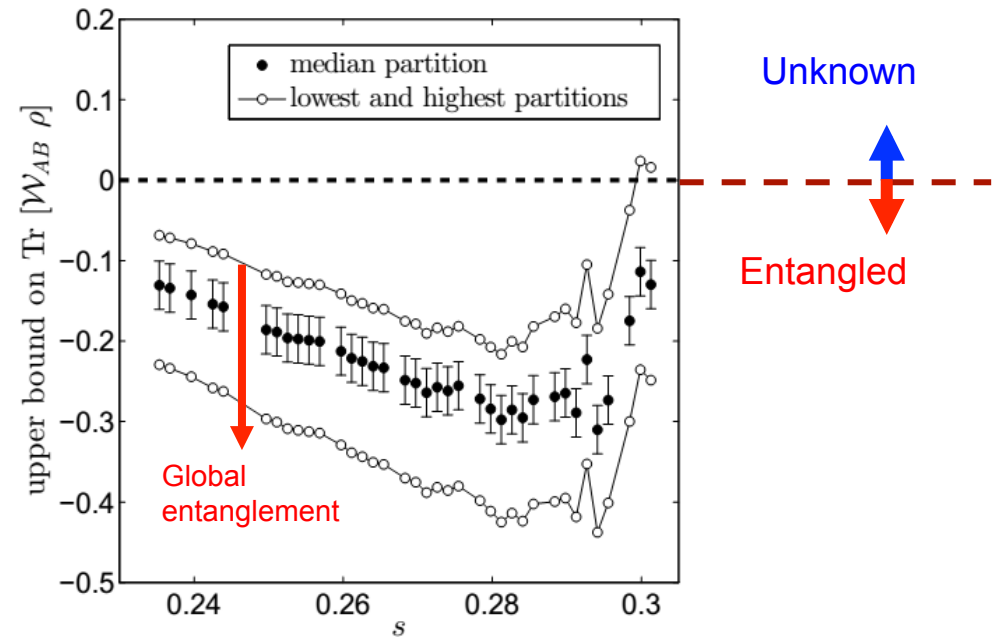
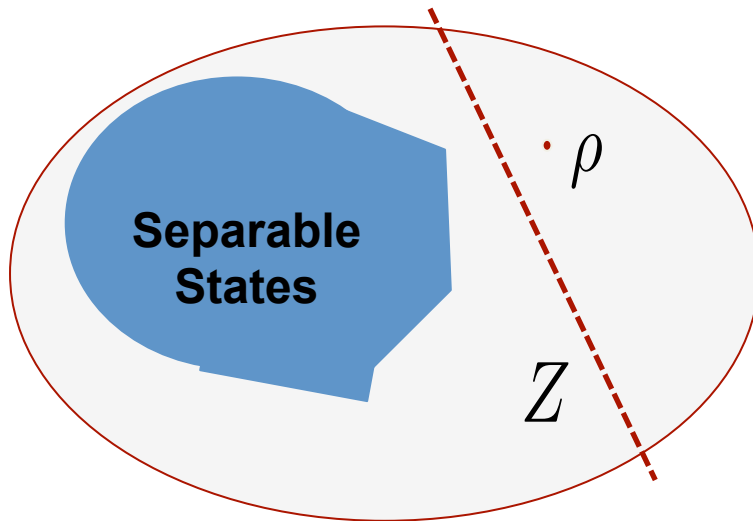
What human problems might it solve?



# Witness for Entanglement

## Collaboration with D-Wave

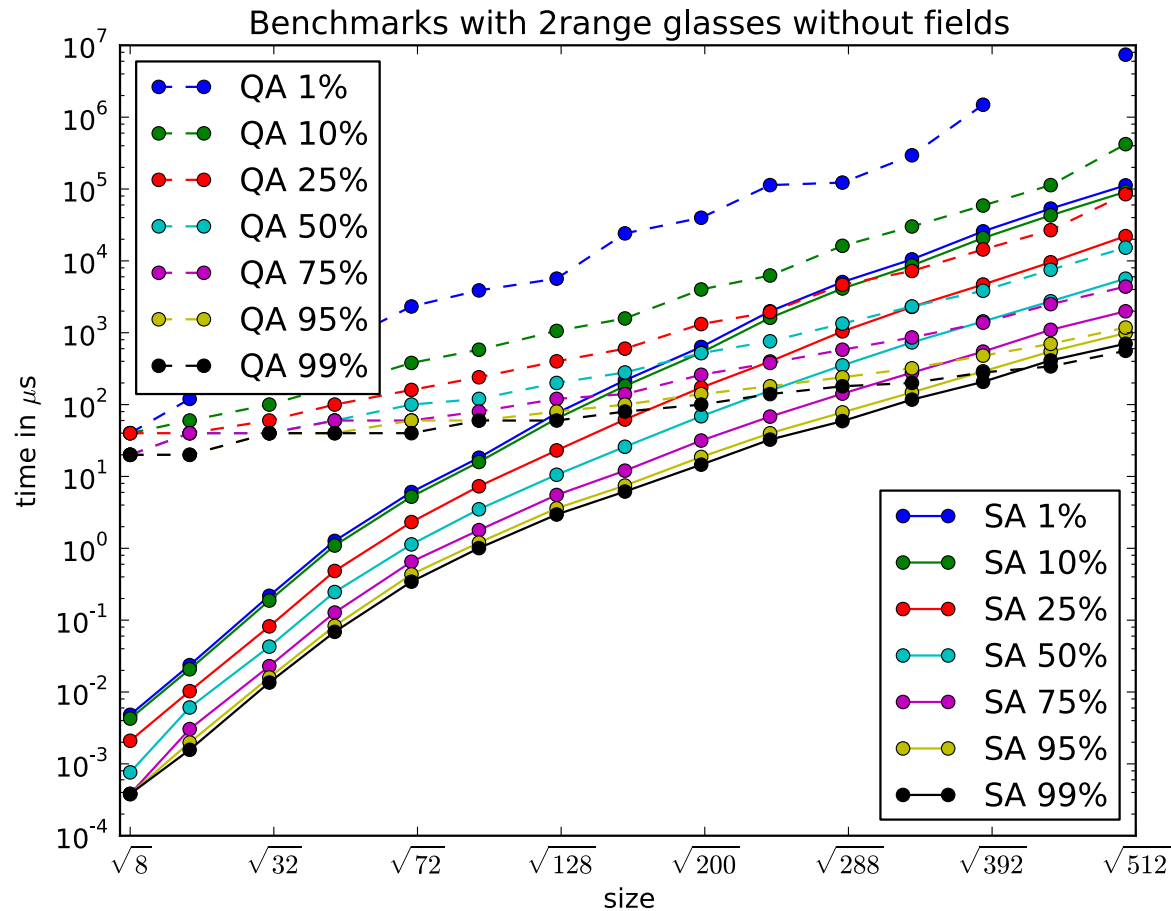
Only they can take the measurements needed



Lanting, et.al, PRX 4, 021001 2014



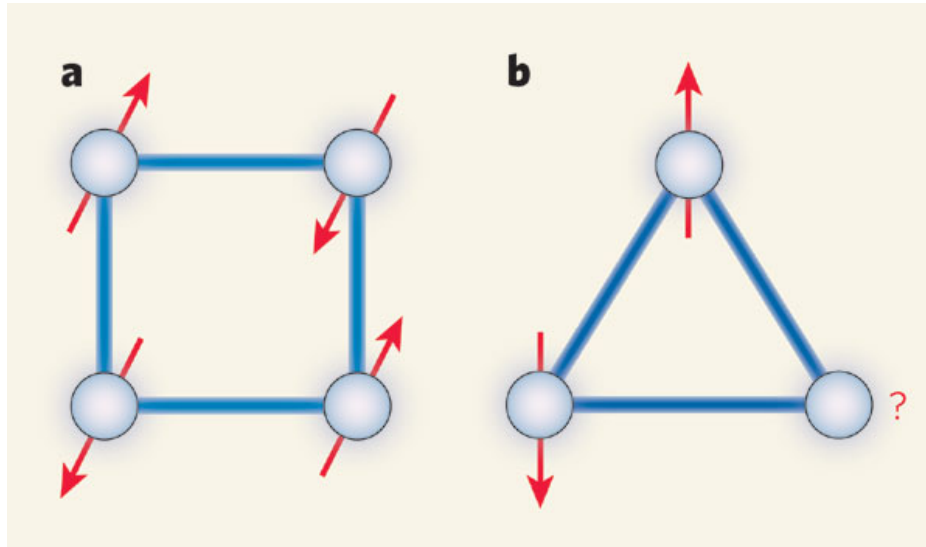
# Quantum Annealing vs. Simulated Annealing



D-Wave 2 vs. Nvidia Kepler GPU (USC & ETH)



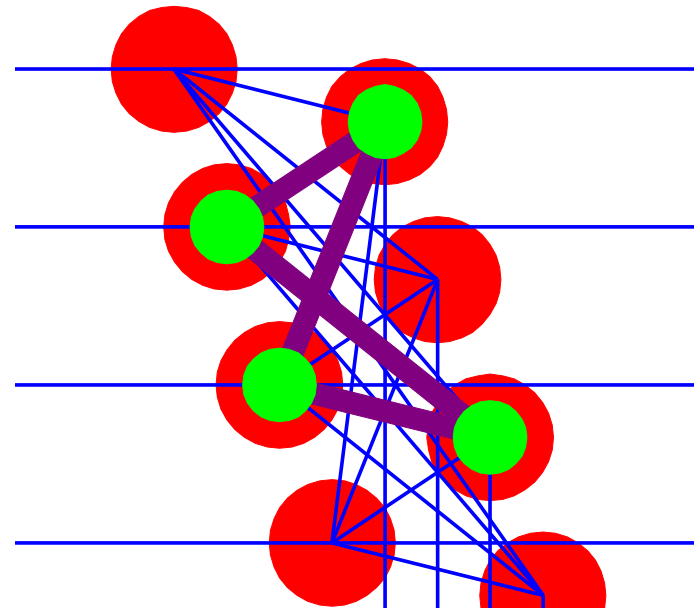
# Hard problems motivated by satisfiability



Frustration

Itay Hen, Performance of D-Wave Two on Problems with Planted Solutions, AQC 2014

Random walk to create frustrated loops that respect a planted solution

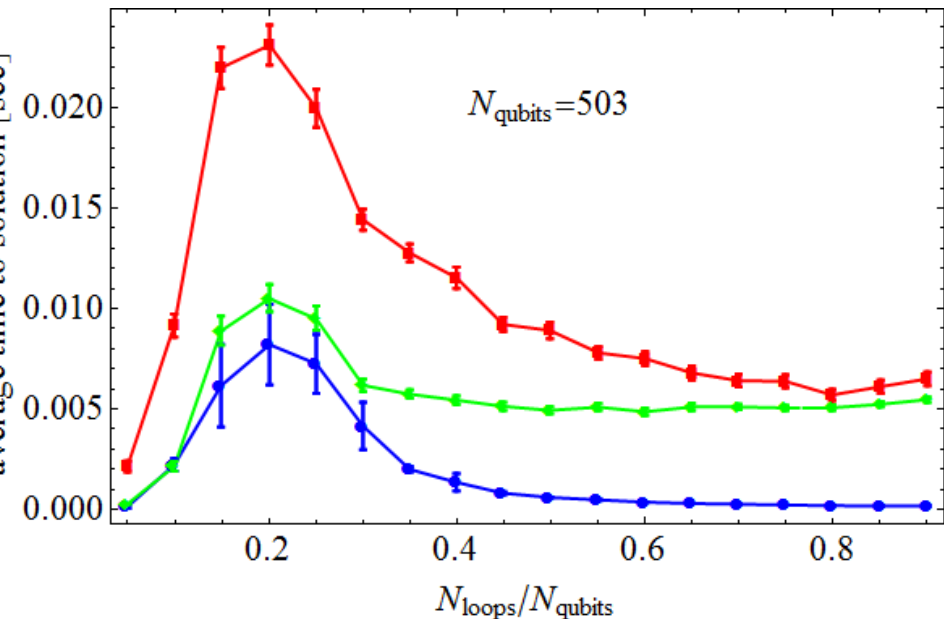
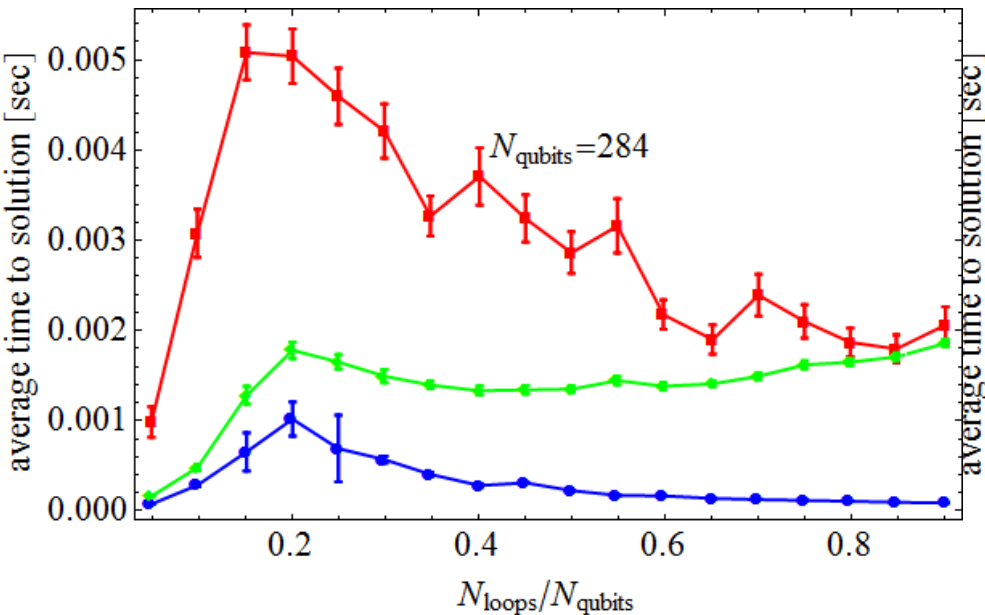
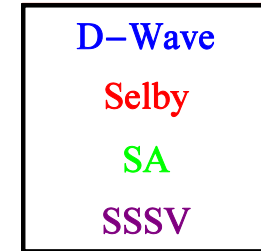






# Hard problems for multiple heuristics

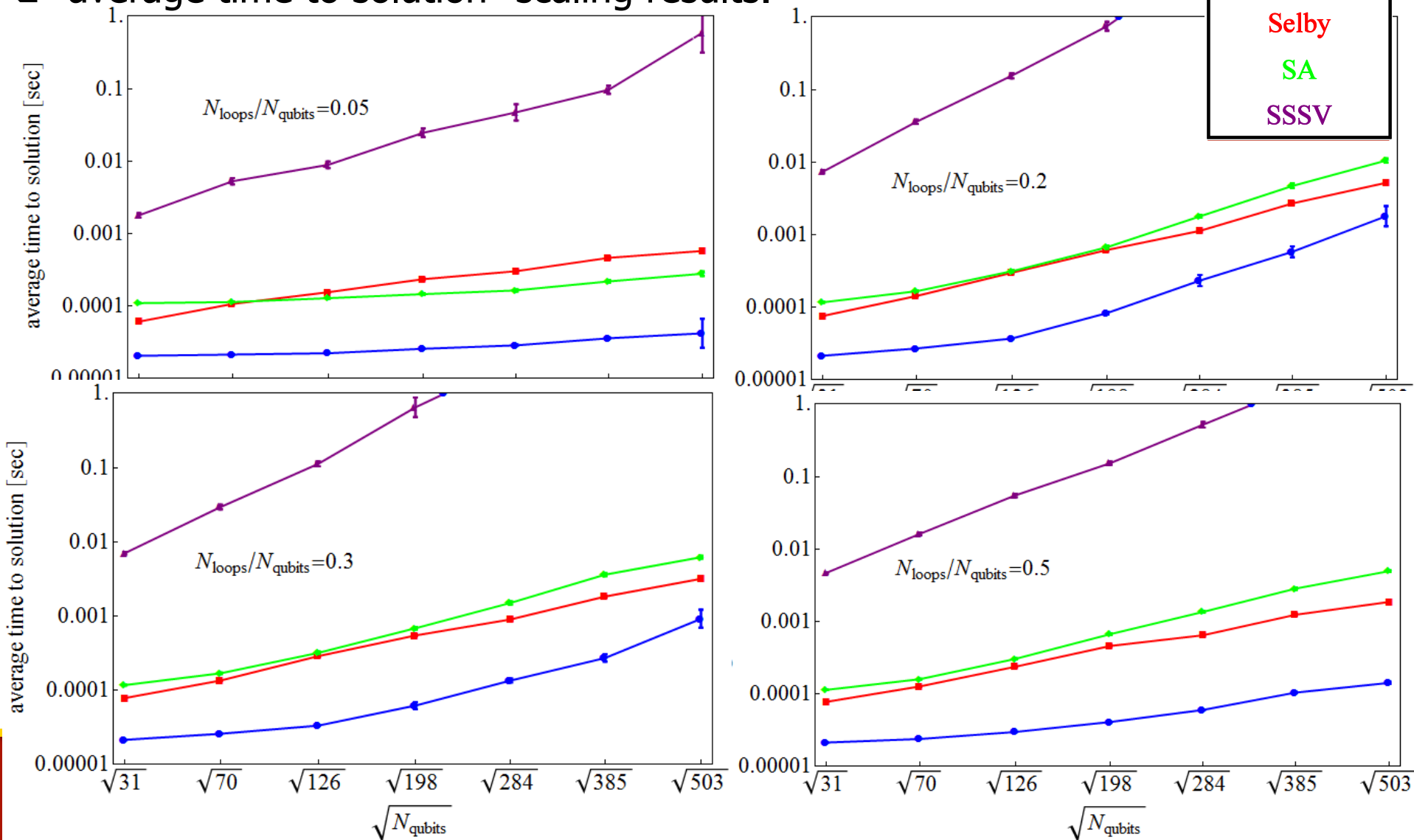
- “at least once with 99% chance”– a comparison.
- universal peak in hardness.





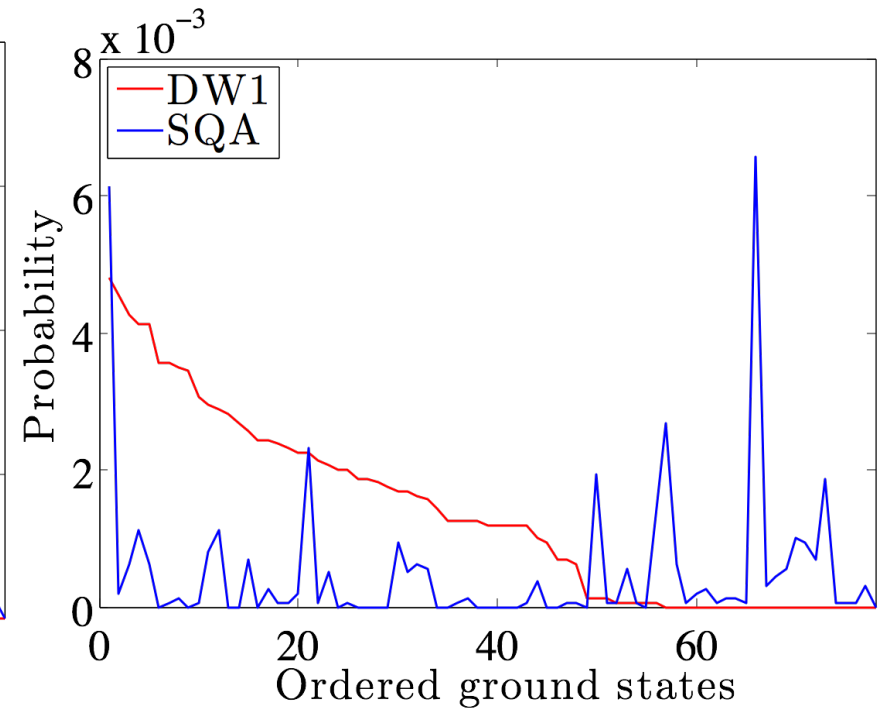
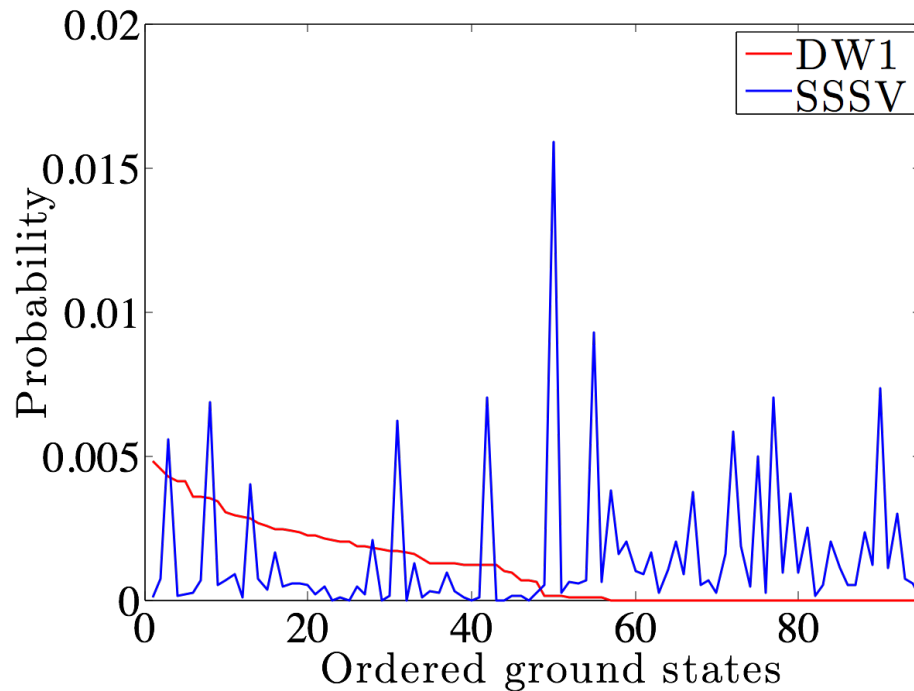
# Performance on hard problems

□ “average time to solution” scaling results.





# Another Way to Add Value Finding Different Solutions





# Open Research Problems

## **Why does the D-Wave even work?**

Its an open system

## **How much quantum speedup will there be?**

Any? If so, on what problems?

## **What applications will it ultimately solve?**

We've had half a century to find competing heuristics

## **How should you program it?**

Specifically excluded from recent research programs

## **What should the topology be?**

Reduce critical scaling limitation

## **Other adiabatic quantum systems will face these.**

These questions are all bigger than just D-Wave